

Shreyas Pillai

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PROFESSIONAL SUMMARY

An ambitious student focused on building a career in Game Art and Design. Committed to learning and contributing effectively in collaborative environments. Eager to engage with peers and mentors to enhance skills and achieve project goals.

EDUCATION

- **Diploma - Game Art And Design, Ecole Intuit Lab, Prabhadevi (August 2022 - Present)**

Studying multiple industry specific topics like game design, concept art, storytelling, development, 3D modelling and texturing, etc with a syllabus acknowledged by Ubisoft and in affiliation with Abertay University, Scotland

- **12th std - PCM, Computer Science, C.N.M. School, Vile Parle (June 2020 - May 2022)**

Pursued 12th std in ISC Science with the optional subject of Computer Science. Learned advanced Java.

- **10th std - Science, Computer Applications, City International School, Oshiwara (June 2010 - June 2020)**

Pursued 10th std in ICSE Science with the optional subject of Computer applications. Learned the basics of Java, html.

EXPERIENCE

Environment Designer, GameEon Studios (June 2024-September 2024)

- Created well detailed and textured models, both for the environment and as props.
- Helped organise and execute the game design, level design and game mechanics of the game.
- Managed communication for a team of eight with our team head.
- (Project taken under Non-Disclosure Agreement)

2-Day Internship - Temple Of Causality, GameEon Studios (March 2024-March 2024)

- Designed and figured out mechanics for a level.
- Collaborated with Game Developers to execute a level of this game.

SKILLS

- Well versed in many industry acclaimed software like Blender, Unreal Engine, 3DS Max, Adobe Photoshop, Adobe Substance Painter, Zbrush and any others required for work.
- Hands-on experience in video editing using multiple software like Adobe After Effects, Adobe Premiere Pro.
- Lots of experience in music production, mixing and mastering, composing and singing as a whole.
- Long term experience in Project Management, team communication and task management and allotment.

HOBBIES AND INTERESTS

Reading, Coding, Editing, Football, Table Tennis, Chess, Gaming

ACHIEVEMENT

- **Harvard MUN (August 2019 - September 2019)** Participated and successfully concluded the committee UNDP(United Nations Development Programme) as a delegate of the Islamic Republic of Iran in Harvard Model UN.
- **CIS MUN (November 2019 - November 2020)** Co-chaired and Managed two separate committees (United Nations Environment Assembly and Social, Cultural, and Humanitarian Committee) in the CIS Model UN for two consecutive years.
- **Diplomathon (September 2019 - September 2020)** Participated and helped conclude the proceedings of the Indian Cabinet and OPEC(Organization of the Petroleum Exporting Countries) as Mr Santosh Kumar Gangwar and the delegation of Qatar respectively in Diplomathon.
- **UniClan (March 2023 - March 2023)** Assisted and brainstormed the idea of creating a community for designers and to help showcase their work while helping find them the right gig and the right client based on mutual taste and work ethics by creating an app for the purpose.
- **Decks and Daggers (January 2025 - June 2025)** Managed a full-fledged vertical slice for a 2.5D isometric game that merges the ideas of a hack and slash game with a deck building mechanic to create a balance between luck-based combat and a strategy based approach to the game.

LANGUAGES

English, Hindi, Malayalam